

# Star Citizen SQUADRONS Strategy Card Game

## 'CIG Breakthrough Contest' - Done!

Along with the release of the final product shots of the Star Citizen SQUADRONS Strategy Card Game prototype we launched the 'CIG Breakthrough Contest' yesterday.

And the response all over the Star Citizen Community was bombastic! Many dedicated contest participants, more than 50 retweets (!) and over 100 likes expressed their support and love for the Star Citizen SQUADRONS Strategy Card Game!

**And within one day Cloud Imperium Games responded and we are now officially in dialogue about the Star citizen SQUADRONS strategy card game!**  
**I will keep you posted!**

**THANK YOU CITIZENS, THANK YOU CIG!**



Now we have changed the competition with it. You still win, but you do not have to express your support for SQUADRONS at CIG anymore!

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### **TOP PRIZE**

**1 ultra-large 31x23 inch aluminum game card of your choice**

(‘Eagle Eye’ Carrack or ‘Hammertime’ Hammerhead)  
for the most successful and creative contest contribution.

### **GRAND PRIZE**

**1 ultra-large 31x23 inch SQUADRONS aluminum game card**

as raffle among all participants

### **EACH PARTICIPANT STILL WINS**

and gets the brand new and limited Early Supporter Card #3 by postal mailing.  
Each participant will also be entered on a ‘Early Supporter’ list upon request. These participants  
will get a possible pre-sale option on the first SQUADRONS card game  
if the project gets realized!

### **How do I participate?**

Contest deadline is July 1<sup>st</sup>, 2020!

You still win, but you do not have to contact CIG anymore!

**If you simply send your full postal mail address and  
your Star Citizen nickname (for the top prizes) via email to**

**bat@bat.events**

**you will receive the brand-new SQUADRONS Early Supporter Card #3 (Eagle Eye)  
later on by postal mailing for free.**

The contest winners of the ultra-large 31x23 inch aluminum game cards will be announced until  
July 10<sup>th</sup> on Twitter and Facebook (in all Star Citizen groups). The top prize winner can choose  
his ultra-large card. Both top prizes will be shipped for free of course.

*All further liability is excluded, the decision is final, there is no recourse to the courts.  
Personal data will be treated confidentially of course!*

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### **What are these legendary Early Supporter Cards?**

Well, I wanted to say thank you to all early supporters of our SQUADRONS Card Game with a  
real gesture. If we manage to get SQUADRONS realized, you will be able to send in your Early  
Supporter Cards (a special poker card size game card) by mail later on and you will be send  
back a certain, extremely limited SQUADRONS game card. And these cards will be sweet!

To get an idea: #BlackLotusMagic

## **Star Citizen SQUADRONS, what is this?**

Squadrons is an immersive strategy card game and community fan project, which lets you customize your own squadron with your favorite ships from the Star Citizen universe and compete with other squadrons both in duel and multiplayer matches. You can realize your own playing style with the squadron of your choice.

Squadrons is easy to learn, but hard to master and reveals further stages with growing playing experience. I sensibly reduced resource management and built an expandable card game early on which combines streamlined and modern game elements for a greater gaming experience.

Random location cards (for each system) make each match unique.

The prototype starter set contains:

- a total of 110 cards with two squadrons (a UEE and Vanduul squadron)
- 1 location card set
- 1 dice
- playtime: 10-40 minutes, age: 10+, players: 2-8

Besides the real card game an in-game implementation of SQUADRONS would be absolutely epic! #SpaceGwent

## **Closing Words**

This is the final step!

*We managed to forge SQUADRONS in more than 500 working hours.*

*We managed to receive a non-commercial use-agreement for SQUADRONS from CIG.*

*We pushed SQUADRONS up to 2<sup>nd</sup> place of all Citizen Spotlights and became MVP.*

*We managed to produce the prototype game cards by Cartamundi (the producer of Magic The Gathering, Pokemon and Yu-Gi-Oh!).*

*We managed to produce highest quality and unique prototype game boxes in China.*

*We managed to hand over the final SQUADRONS prototype to Mr. Erin Roberts at Gamescom.*

*We managed to officially forward four additional prototypes to the CIG Merchandise team in Los Angeles.*

***Now we will show CIG that we are ready to realize this card game for the Star Citizen Community with this contest near-term. - Done!***

## **Can I support SQUADRONS additionally?**

Thank you for your appreciation and support since the beginning. You gave SQUADRONS your 'GO' and showed CIG that there is demand for this immersive SC content.

Yet each support is welcome and participation shows CIG that support and demand for SQUADRONS is rising. If you have not already supported the SQUADRONS Citizen Spotlight (we managed to reach 2<sup>nd</sup> place of all Citizen Spotlights!) by voting for the original spotlight, you can still do this.

<https://robertspaceindustries.com/community/citizen-spotlight/12408-Call-Back-These-Great-Moments-With-Star-Citizen-SQUADRONS>

We also have a SQUADRONS Twitter account

<https://twitter.com/ThomasE00871246>

and the official SQUADRONS Facebook fan group.

<https://www.facebook.com/groups/236492700371157>

*What a support, feedback and passion! I love ya all!*

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